



GAMINGROOMDESIGN

TONY DONNELLY



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WHERE WE START

FACTORS AFFECTING THE DESIGN OF GAMING SPACES

ROOM LOCATION & THE 7 YEAR CYCLE

GAME DESIGN

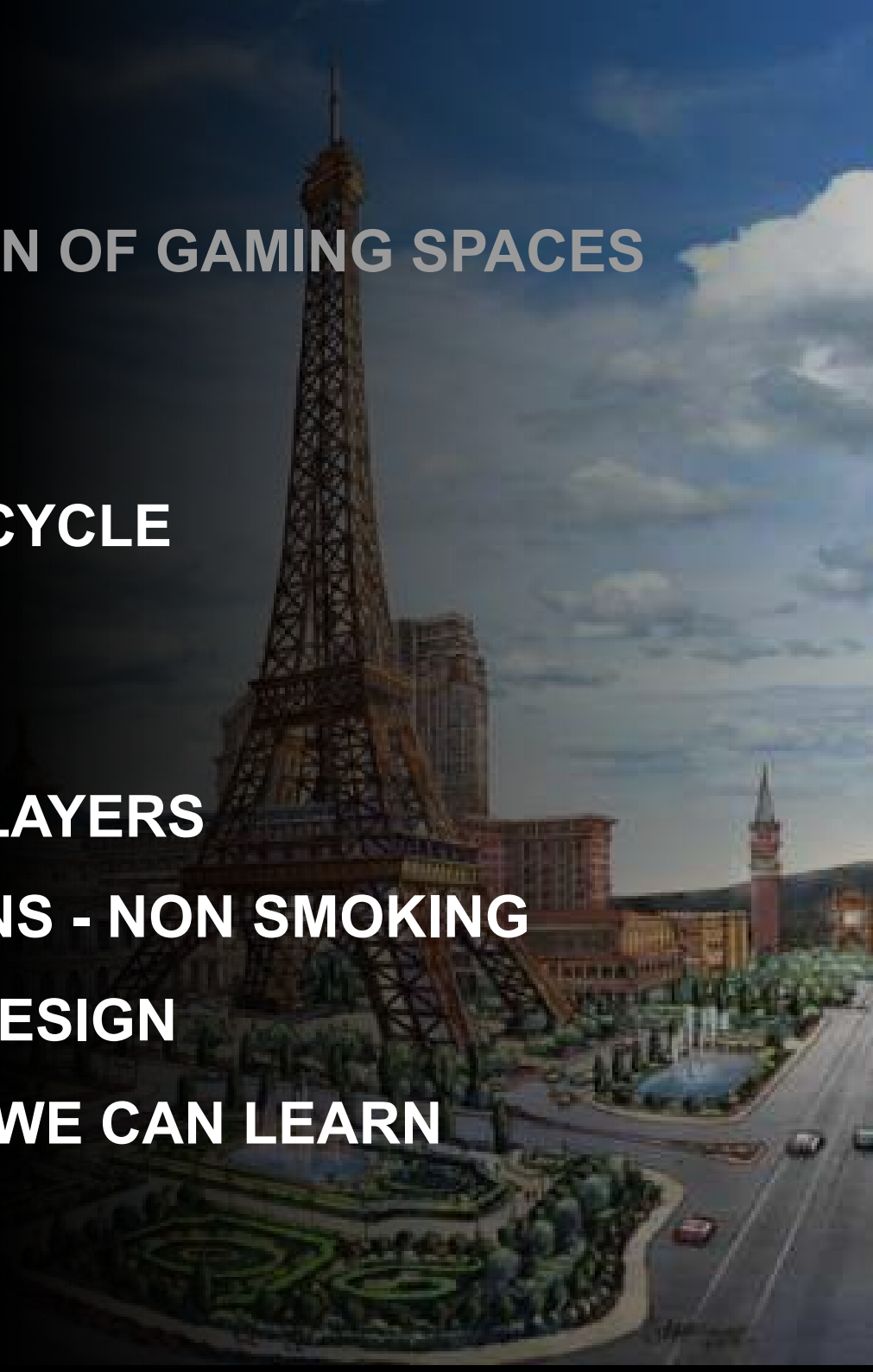
CABINET SIZE AND DESIGN

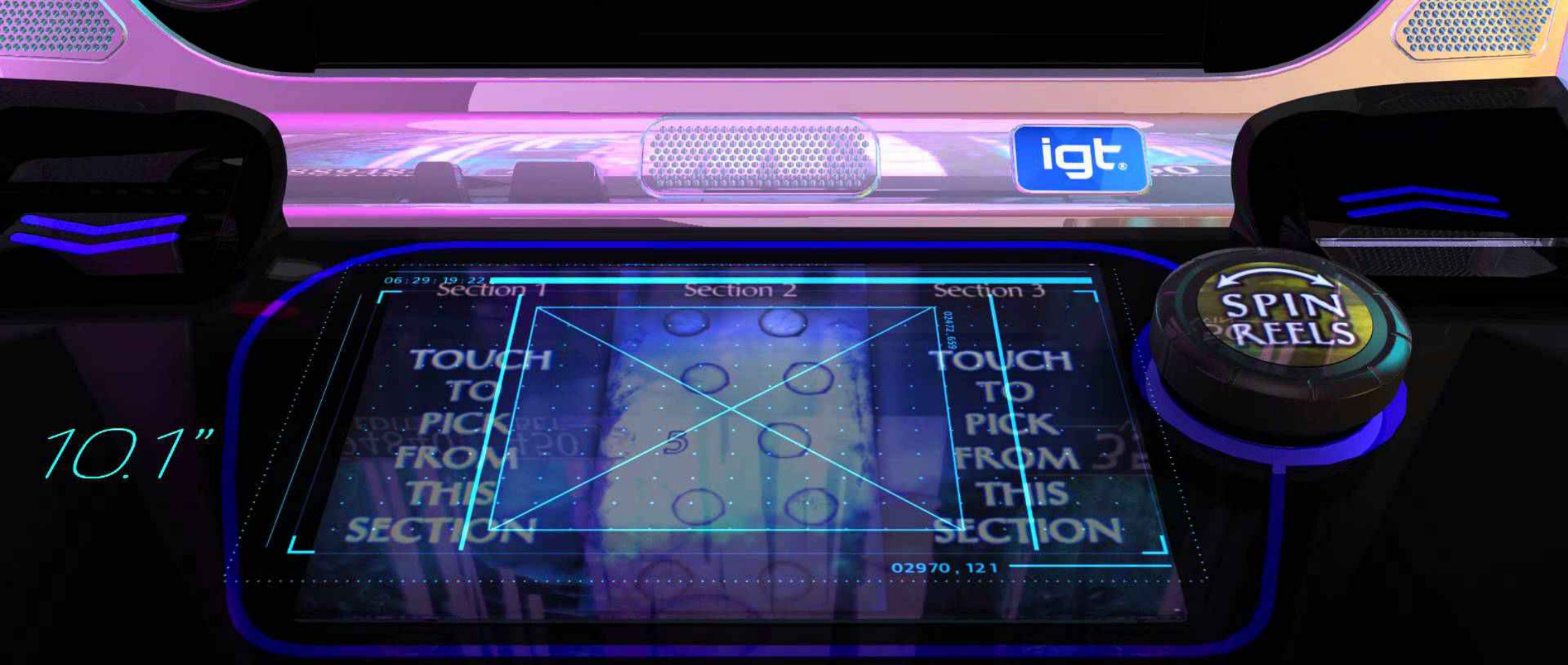
DEMOGRAPHICS AND FUTURE PLAYERS

REGULATIONS AND RESTRICTIONS - NON SMOKING

ARCHITECTURAL TRENDS AND DESIGN

INTERNATIONAL TRENDS, WHAT WE CAN LEARN





10.1"

GAME DESIGN

COMPLEX GAME PLAY

SPIN RATES AND FEATURES

MULTI TERMINAL GAMES

REGULATORY RESTRICTIONS

INTERNATIONAL PRODUCT VS AUS

CABINET SIZE AND DESIGN



CABINET SIZE AND DESIGN

BENCH WIDTH - CABINET DIMS - ISLE SPACINGS - CHAIR SIZE



DEMOGRAPHICS AND THE FUTURE PLAYER

GENERATION X?

**THE SMALL SCREEN PARADOX
VS TRADITIONAL SLOTS**

**MODERN EXPECTATIONS
VS THE TRADITIONAL CLUB**

**INTEGRATING MODERN INDIVIDUAL WAGERING SYSTEMS INTO
THE CLUB ENVIRONMENT**

WHAT IS YOUR DEMOGRAPHIC?

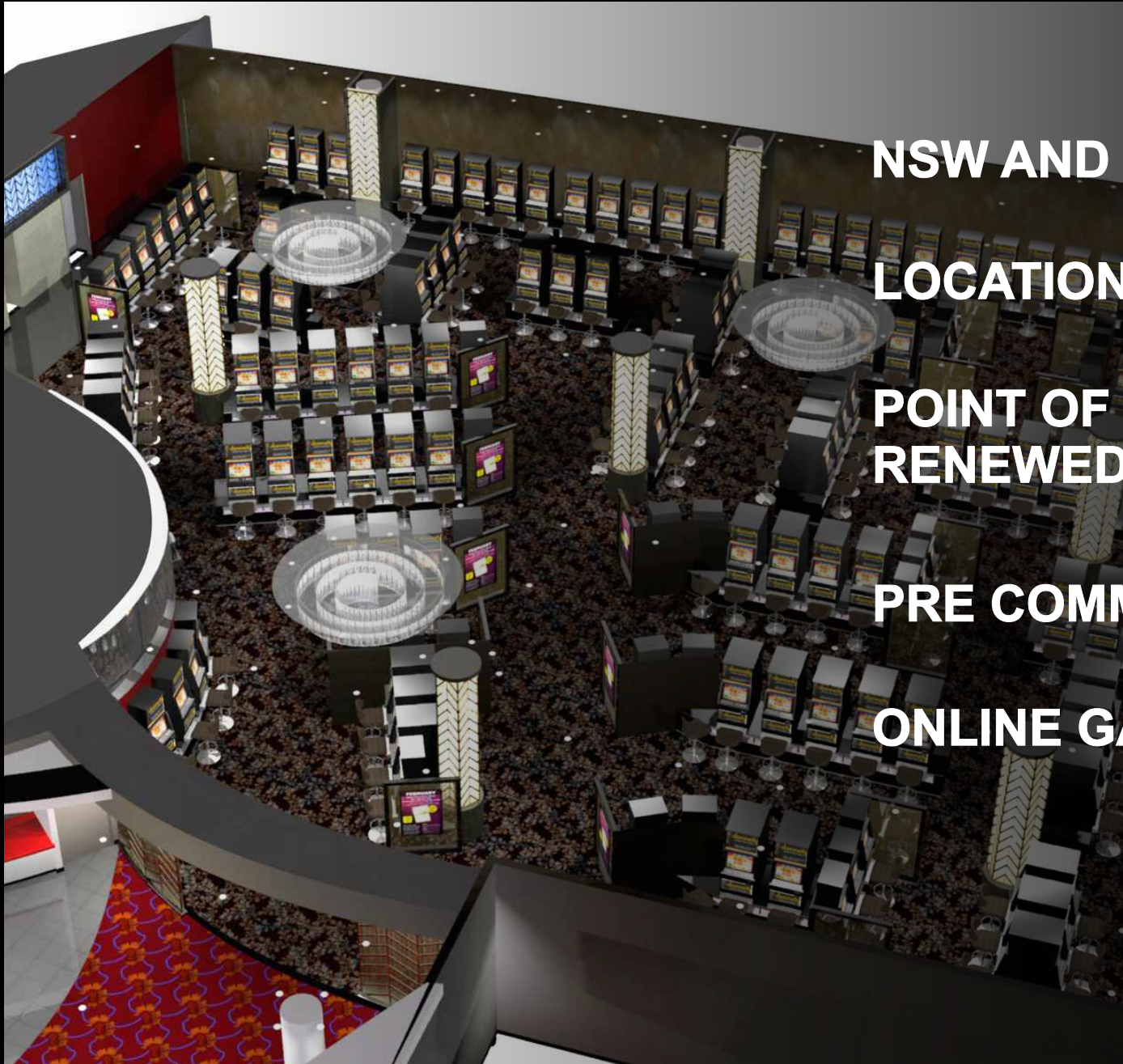
IS YOUR DEMOGRAPHIC CHANGING AND ARE YOU READY?



**DEMOGRAPHICS
CLUB BY STEALTH?
ARE YOU READY?**



REGULATIONS AND RESTRICTIONS - NON SMOKING



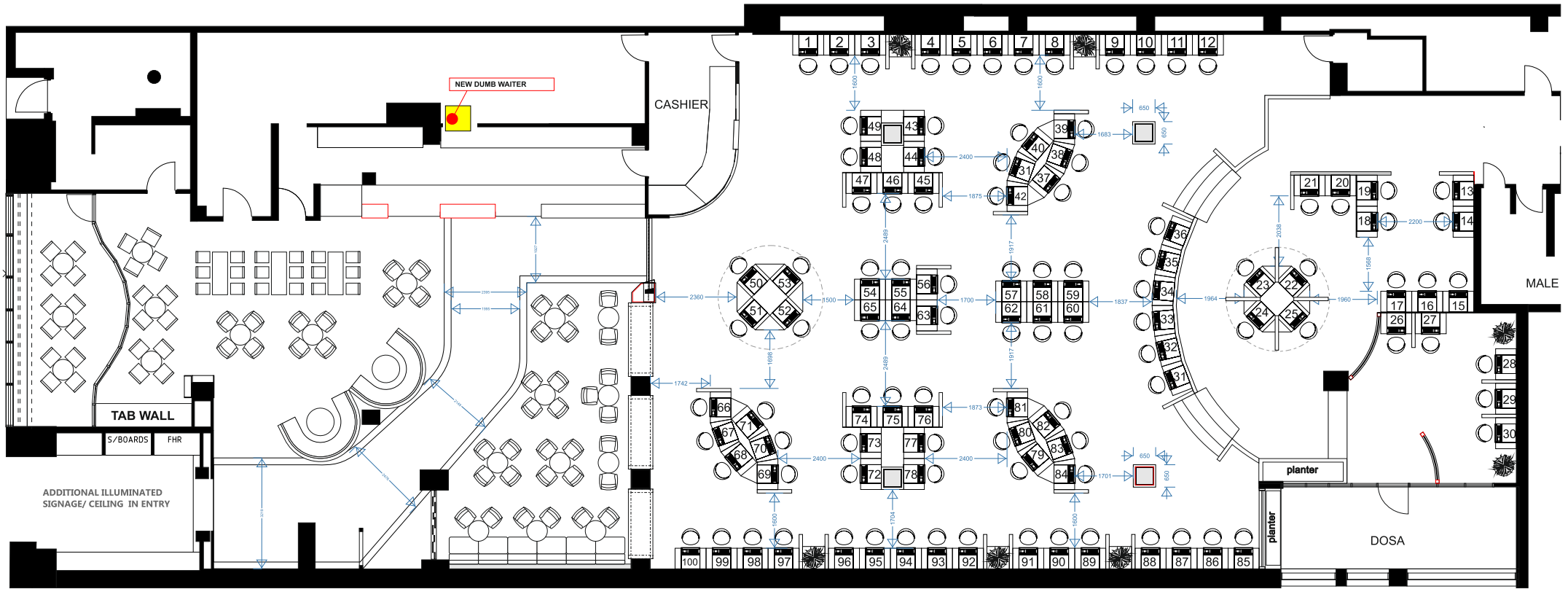
NSW AND NON SMOKING

LOCATION OF GAMING?

**POINT OF DIFFERENCE &
RENEWED BUSINESS FOCUS**

PRE COMMITMENT AND MAX BET

ONLINE GAMBLING



POKER MACHINE BENCH LEGEND

-  900X600 BENCH
-  900X500 BENCH
-  900X500 BENCH WITH DEEP CABINET MACHINE

ARCHITECTURAL TRENDS AND DESIGN



A2 CLIENT : THE WELCOME STRANGER
 SCALE 1:100 @A2 DWG : WSH-001 PROPOSED GAMING LAYOUT

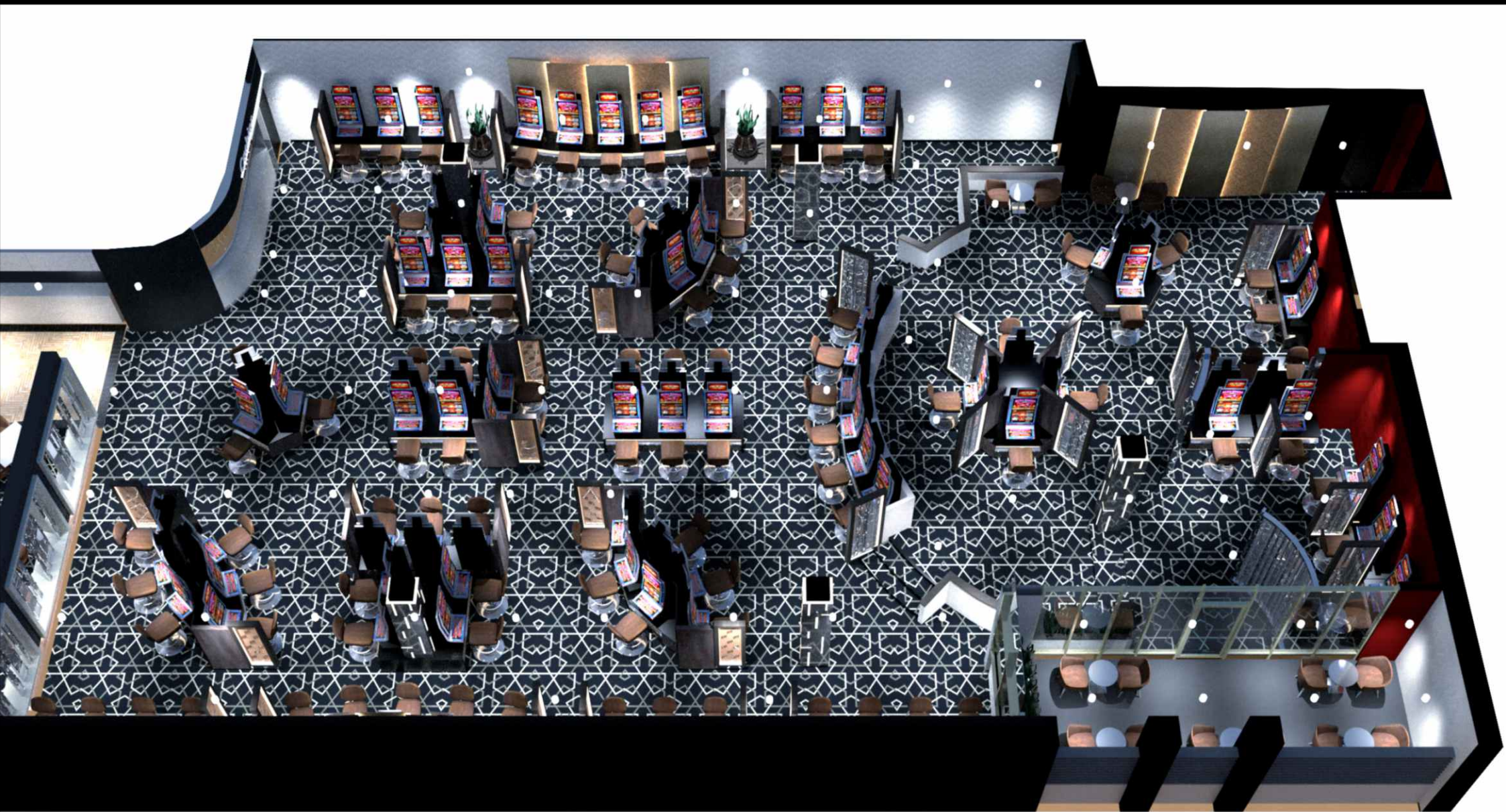
ISSUE	
R5	FOR REVIEW - 11/5/2016
R6	FOR REVIEW - 23/5/2016
R7	FOR REVIEW - 16/6/2016
R8	FOR REVIEW - 23/6/2016
R9	FOR REVIEW - 5/7/2016

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ARCHITECTURAL TRENDS AND DESIGN









THEME VS FEEL

**SURPRISE
&
DELIGHT**

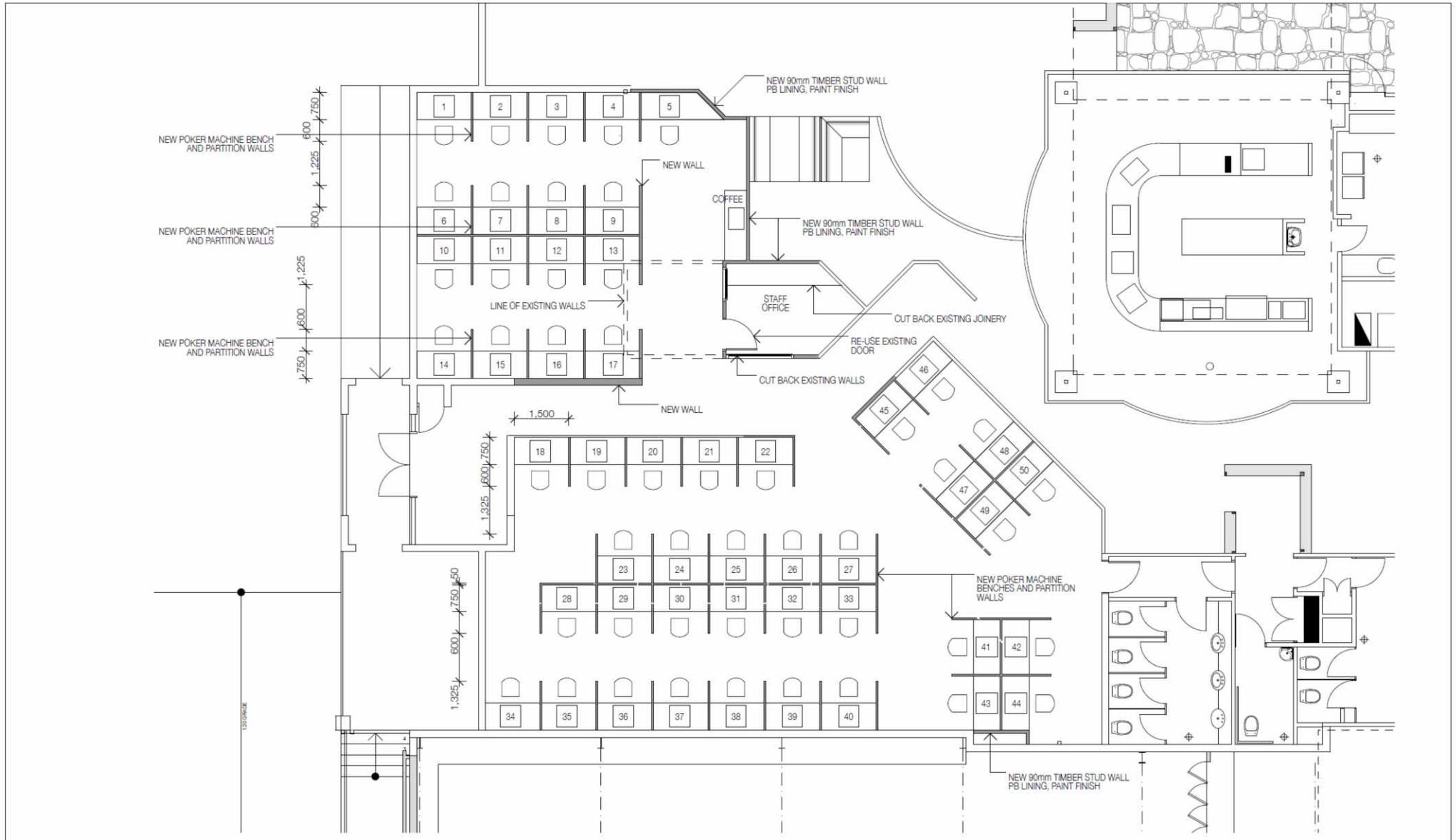




DEFENDABLE SPACES - INTIMACY - MODERN FINISHES



DEFENDABLE SPACES - INTIMACY - MODERN FINISHES



NEW WALLS AND PARTITIONS SHOWN SHADED

TOTAL
50 POKER MACHINES

1 PLAN
Ground

1:100
AT A3

SKETCH

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PROPOSED
PA HOTEL ALTERATIONS

FOR
#Client

SITE ADDRESS
BRISBANE ROAD, BOOVAL

GAMING AREA



SHEET SIZE
A3
DESIGN
PJ
DRAWN
BH

JOB NUMBER
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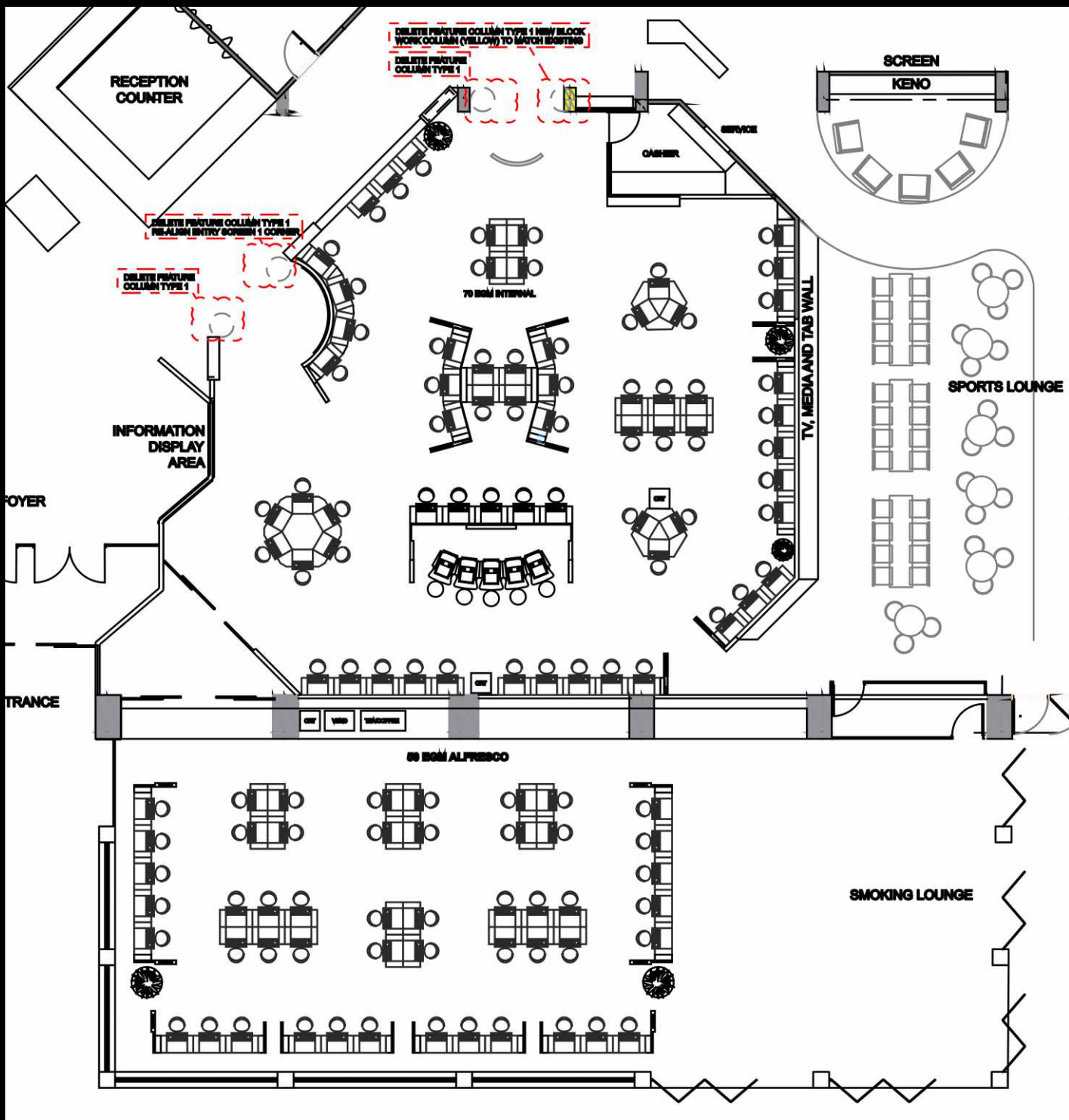
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REVISION
Thursday, 4 September 2014 2:31 PM

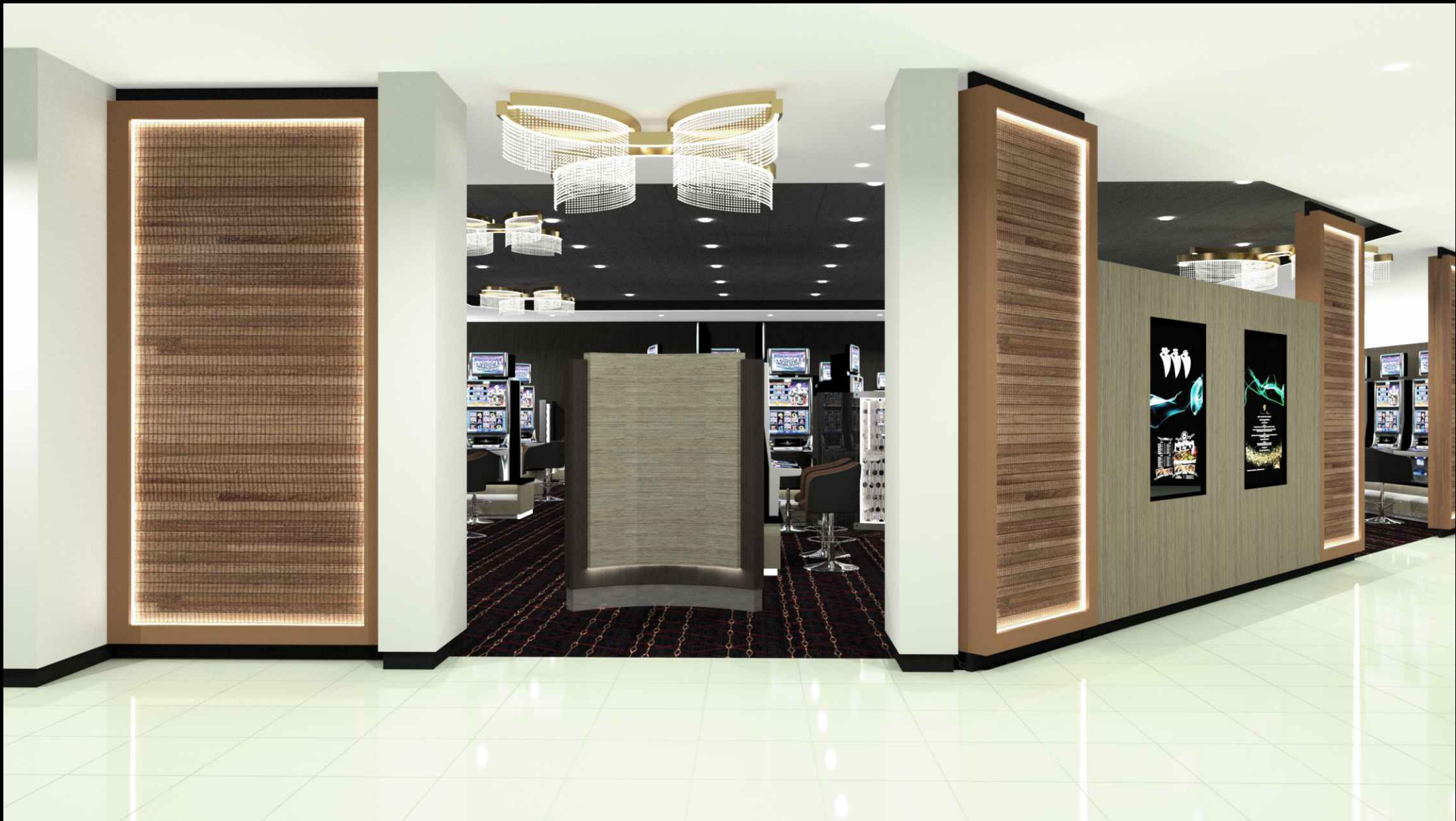








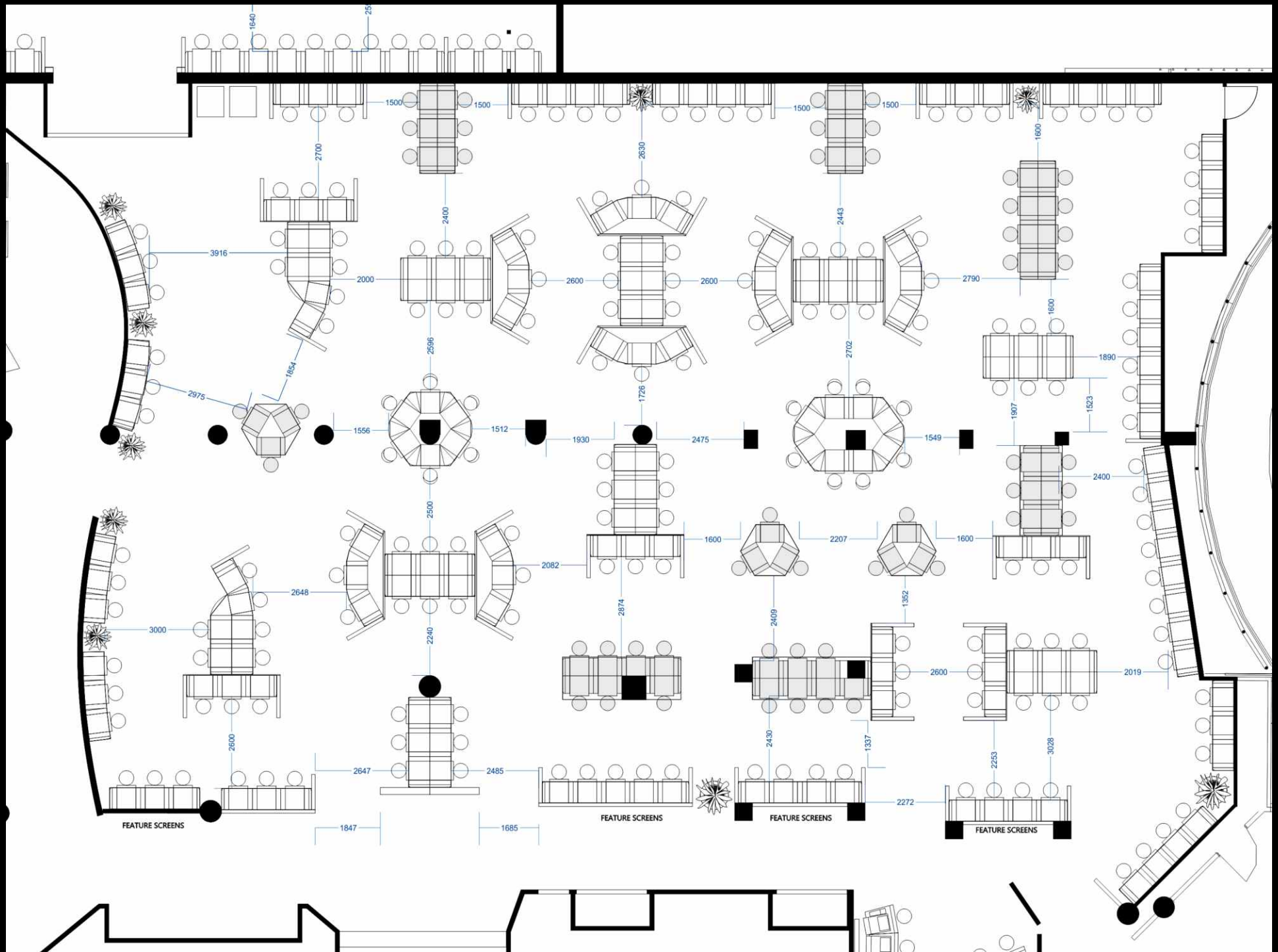


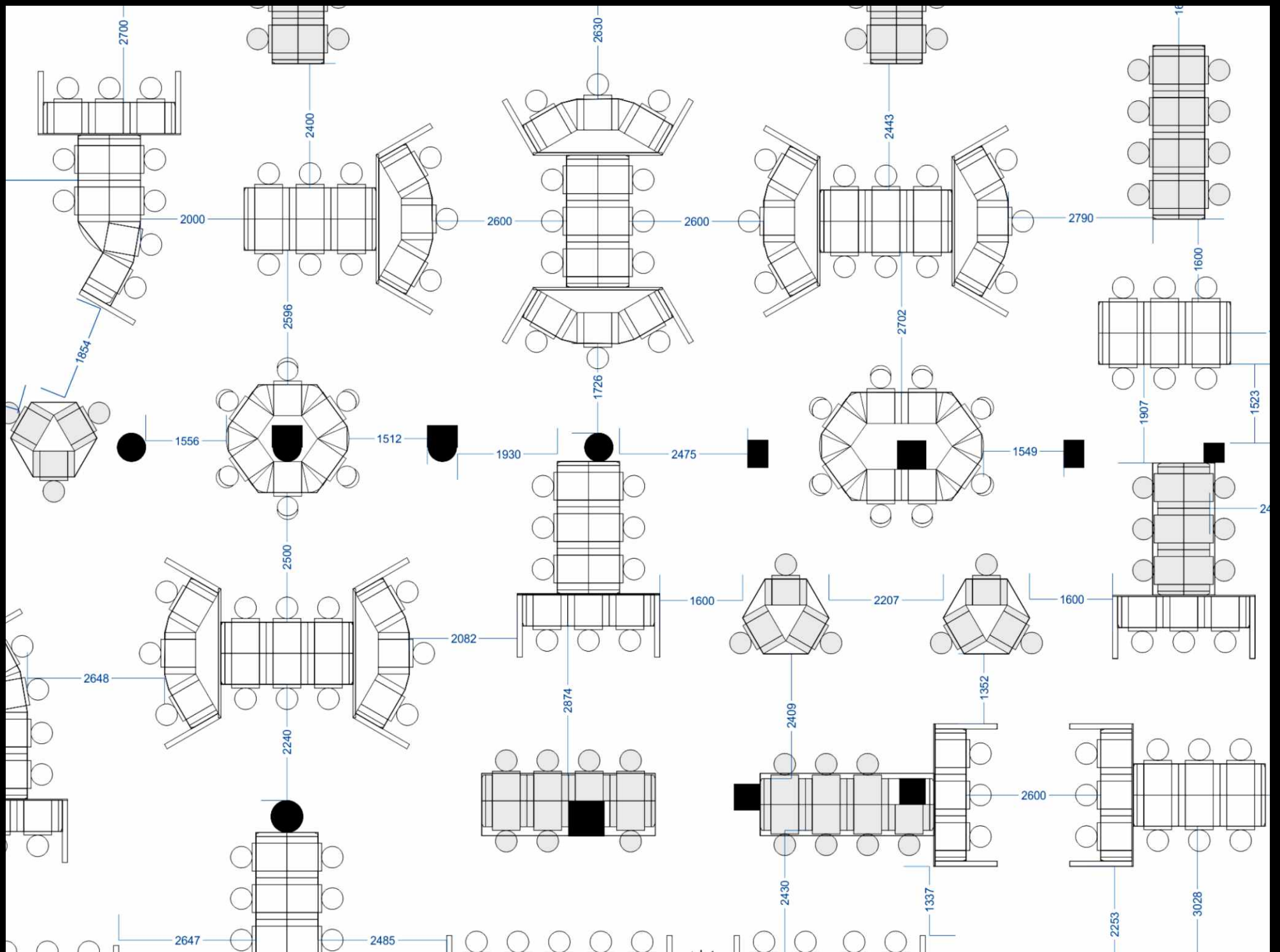


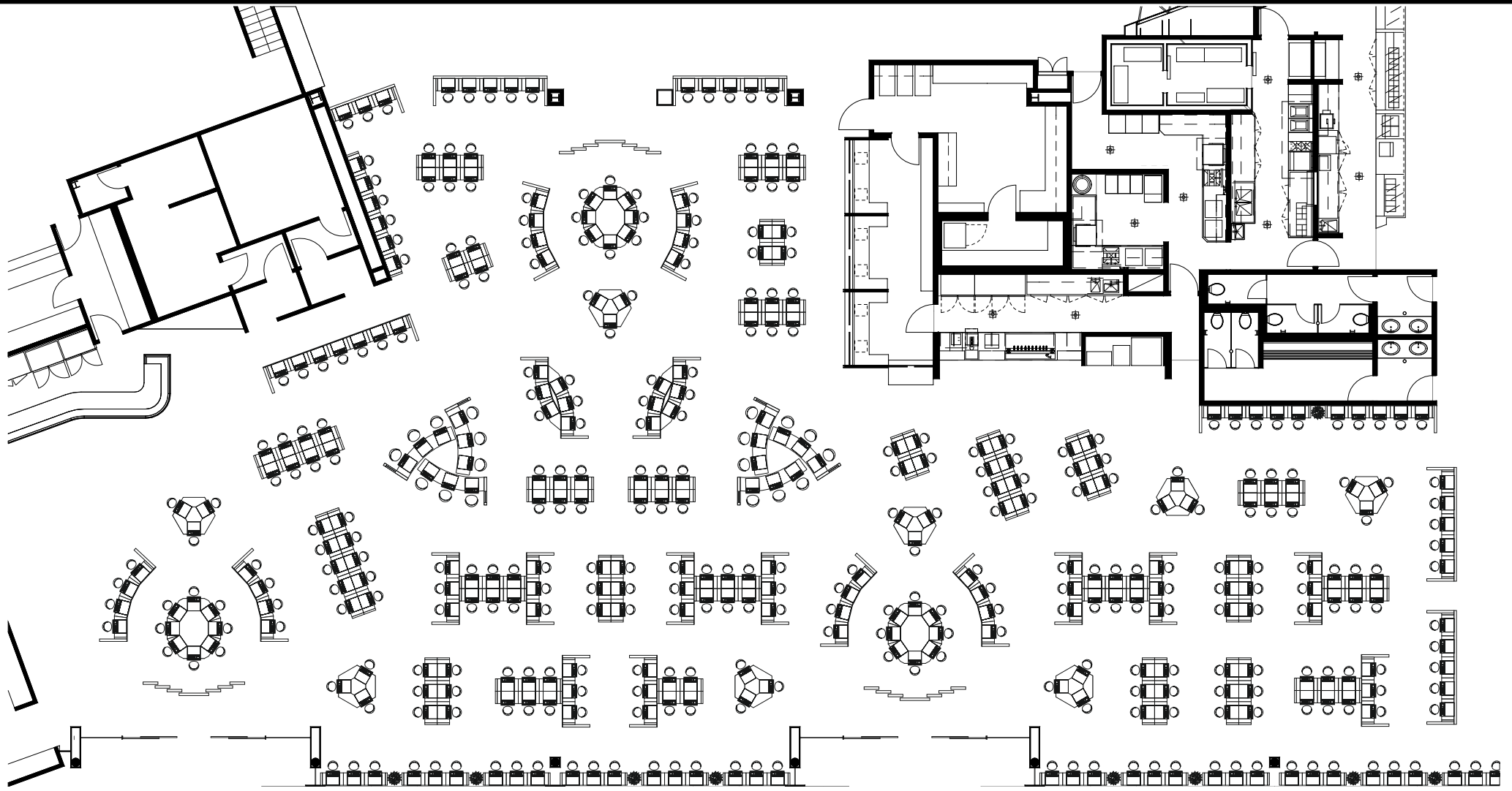


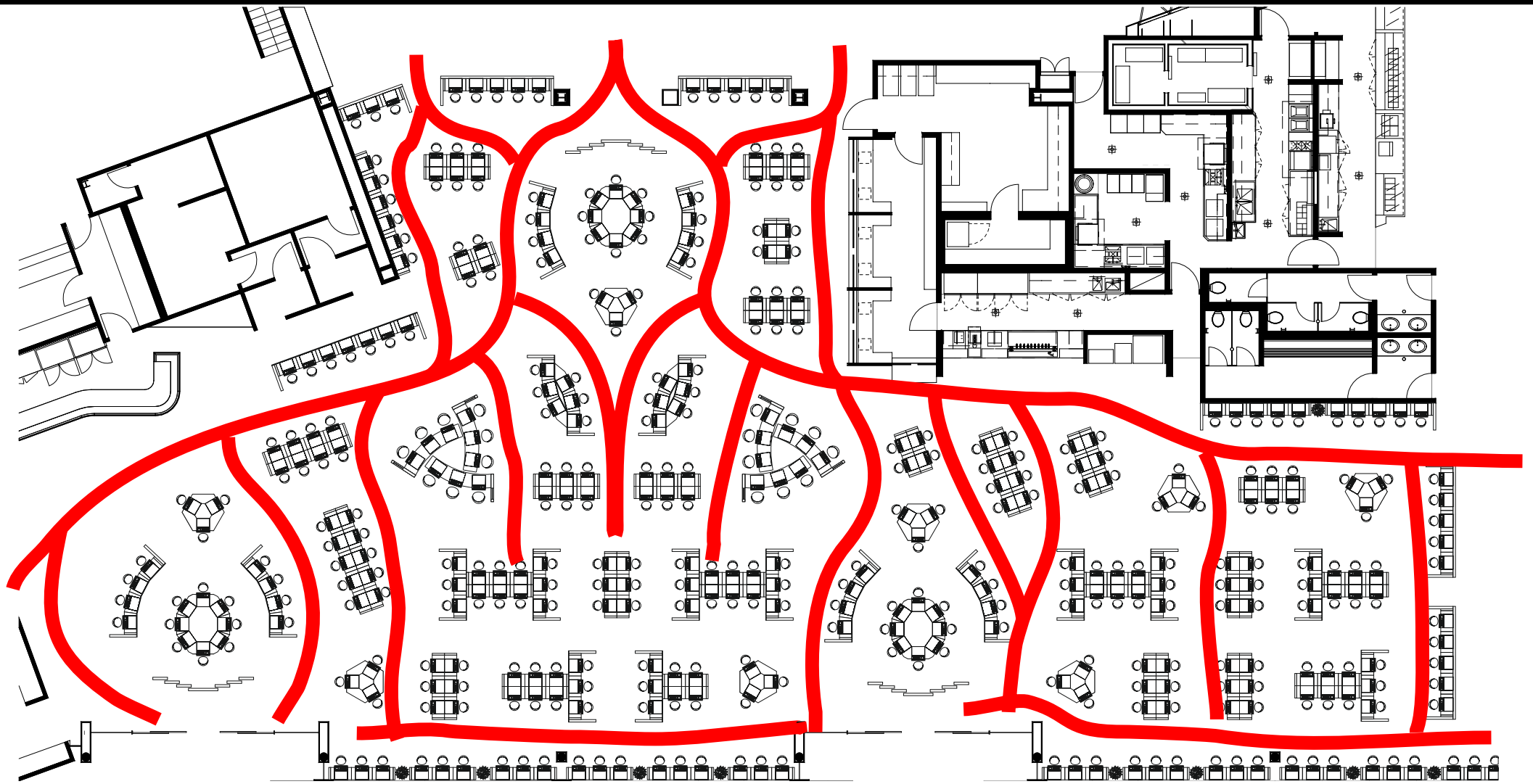
WIDE ISLES/CIRCULATION/TRAFFIC FLOWS/VISUAL OVERLOAD













STUDIO



COD PH



COSMO



BELLAGIO



TRANSPOSE THINKING ANALYSE YOUR FLOOR CHANGE

GENERAL POINTS:

DESIGN TO YOUR MARKET - KNOW YOUR PLAYERS NEEDS

DETERMINE THE LEVEL OF PRIVACY REQUIRED, WHERE ITS REQUIRED

INTERROGATE THE DESIGN, USE YOUR ANALYSIS

PLAYER COMFORT STARTS AT THE BENCH AND STOOL - AND RADIATES OUT

DECOR, FINISHES AND LIGHTING COMPLIMENT LAYOUT TO CREATE AN EFFECTIVE INSTALLATION

LISTEN TO YOUR PLAYERS AND BE PREPARED TO CHANGE

ENSURE YOUR STAFF ARE TRAINED TO RESPECT THE PLAYERS PRIVACY, GREAT STAFF MAKE THE ROOM

